WAVERACE
BLUE STORM

NINTENDO GAMECUBE

EmuMovies

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

⚠ WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠ WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

⚠ WARNING - Electric Shock

To avoid electric shock when you use this system:

- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord.
- Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

⚠ CAUTION - Motion Sickness

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

⚠ CAUTION - Laser Device

The Nintendo GameCube is a Class 1 laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned ON, those positions will be set as the neutral position, causing incorrect game control during game play.

To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.

L Button   R Button

Control Stick   C Stick

1-4 Player Simultaneous

THIS GAME SUPPORTS SIMULTANEOUS GAME PLAY WITH ONE, TWO, THREE OR FOUR PLAYERS AND CONTROLLERS.

Memory Card

THIS GAME REQUIRES A MEMORY CARD FOR SAVING GAME PROGRESS, SETTINGS OR STATISTICS.

NEED HELP PLAYING A GAME?

You can visit our web site at www.nintendo.com for game play assistance.
For automated game play tips and news, call Nintendo's Power Line at: 1-425-885-7529
This may be a long distance call, so please ask permission from whomever pays the phone bill.

Rather talk with a game counselor?

1-900-288-0707   1-900-451-4400
U.S. $1.50 per minute   Canada $2.00 per minute

MON. - SAT., 6:00 a.m. to 9:00 p.m.; SUN., 6:00 a.m. to 7:00 p.m., Pacific Time
Callers under age 18 need to obtain parental permission to call. (Prices subject to change)

Nintendo

WAVERACE BLUE STORM

CONTENTS

L/R Buttons (Lean)
Lean the rider to the left and right

NINTENDO GAMECUBE

Z/X Buttons (Turbo)
The Turbo Lamp will light when your Power Meter is full. Press the Z or X Button when the Turbo Lamp is lit to use a Turbo (temporary speed burst).

50 km/h TURBO
Power Meter   Turbo Lamp

A Button (Accelerate)
If you press the A Button at the moment the signal at the Start Line turns green, your engine will level up, and you can perform a Rocket Start.

B/Y Buttons (Crouch)
Press and hold either of these buttons to lower your rider's posture and decrease the effects of waves on your racer.

C Stick (Camera Angle)

Tilt Up	Zoom In	There are four levels of zoom
Tilt Down	Zoom Out	
Tilt Left	When tilted, camera wraps around rider's left side	
Tilt Right	When tilted, camera wraps around rider's right side	

- Press and hold the L and R Buttons and press PAUSE/START to return to the main menu (soft reset).

START/PAUSE
Choose, Pause

+ Control Pad
- Use the + Control Pad to display and remove the course map (Free Roam)
- Change rider during replay (Time Attack, Multi-player)

Control Stick

Shift Center of Gravity
Lean the racer's center of gravity forward

Lean the racer's center of gravity backward

Turn
Accelerate (press the A Button) during a turn to improve your turn radius.

The more you tilt the Control Stick, the more the racer will turn.

Lean Turn
Make smaller, tighter turns than usual

Press and hold the L or R Button.

Quick Turn
Tilt the Control Stick back diagonally left or right to drop speed and make a tighter turn than a Lean Turn.

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Insert the Game Disc correctly into the Nintendo GameCube, then close the disc cover and turn on the power. When the title screen appears, press START/PAUSE.

Saving

To save your progress and records in the game, you will need a Nintendo GameCube Memory Card. Insert your Memory Card correctly into Slot A (this game does not use Slot B) before turning on the console. If you turn off the console after playing without a Memory Card, your progress and records will not be saved.

- You will need 12 blocks of memory to save your progress. *You can delete unneeded files to clear up empty space if you do not have enough memory.*
- Please refer to the Nintendo GameCube instruction booklet (pages 18-20) for directions on how to format and delete a Memory Card file.

Progressive Scan Mode

This game can be set to display a higher resolution image on TVs that support progressive scan mode (EDTV, HDTV).

In order to use the progressive scan mode, you need a TV that can accept this type of input (see your TV operation manual), and a Nintendo GameCube Component Video Cable (available only through Nintendo, visit www.nintendo.com or call 1-800-255-3700).

To activate the progressive scan mode, press and hold the B Button while the Nintendo GameCube logo is being displayed until the message "Do you want to display the game in progressive mode?" appears. Select YES to activate the mode.

Please note that on some TVs, activating the progressive scan mode will set the format of the image to a wide screen (16:9) format.

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SAVE AND LOAD

First, choose an empty file in which to save data (you can save up to three files). *From this point on, all game data will save automatically (autosave) to this file.*

Files with saved data

Load Data
Read and load saved data.

Delete Data
Delete all data saved to a file.

Be careful—deleted data cannot be restored.

Files without saved data

When you select this file, you can begin a new game with no saved data.

Caution!

When the screen at the right appears (when data is being saved), please do not remove or insert any Memory Cards into the console. Saved data could be altered or destroyed.

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RIDERS AND THEIR WATERCRAFT

- Riders and watercraft are scored with a maximum of six stars. A greater star rating means better performance in that field.

Watercraft Performance   Rider Performance

Ryota Hayami

Nation:	Japan
Age:	18
Sex:	Male
Pit Chief:	His coach, Jack

Top Speed	★★★★½☆
Acceleration	★★★☆☆☆
Handling	★★★★½☆
Stunt	★★★☆☆☆
Power	★★★★☆☆

For beginners - experts

David Mariner

Nation:	USA
Age:	32
Sex:	Male
Pit Chief:	His buddy, Ray

Top Speed	★★★★★★
Acceleration	★½☆☆☆☆
Handling	★★☆☆☆☆
Stunt	★★☆☆☆☆
Power	★★★★★☆

For experts only

Akari Hayami

Nation:	Japan
Age:	17
Sex:	Female
Pit Chief:	Her roommate, Kyoko

Top Speed	★½☆☆☆☆
Acceleration	★★★★★★
Handling	★★★☆☆☆
Stunt	★★★★★½
Power	★½☆☆☆☆
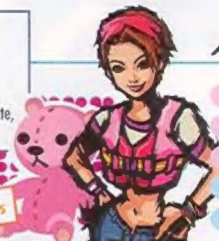
For beginners

Nigel Carver

Nation:	England
Age:	28
Sex:	Male
Pit Chief:	His coach, Terrence

Top Speed	★★★☆☆☆
Acceleration	★★★★☆☆
Handling	★★★★★★
Stunt	★★★★½☆
Power	★★★☆☆☆

For advanced and expert riders

Ayumi Stewart

Nation:	USA
Age:	21
Sex:	Female
Pit Chief:	Her coach, Robin

Top Speed	★★★★☆☆
Acceleration	★★★★½☆
Handling	★★★★☆☆
Stunt	★★★★½☆
Power	★★★★½☆

For beginners - experts

Rob Haywood

Nation:	USA
Age:	20
Sex:	Male
Pit Chief:	His friend and coach, Doug

Top Speed	★★★★★½
Acceleration	★★☆☆☆☆
Handling	★★★½☆☆
Stunt	★★★½☆☆
Power	★★★★★★

For experts only

★★★

Ricky Winterborn

Nation:	Canada
Age:	14
Sex:	Male
Pit Chief:	His uncle, Russ

Top Speed	★★☆☆☆☆
Acceleration	★★★★★½
Handling	★★★★½☆
Stunt	★★★★★★
Power	★★☆☆☆☆

For beginners

Serena del Mar

Nation:	Brazil
Age:	19
Sex:	Female
Pit Chief:	Her boyfriend and coach, Luis

Top Speed	★★★½☆☆
Acceleration	★★★★★½
Handling	★★★★★½
Stunt	★★★★★☆
Power	★★½☆☆☆

For advanced and expert riders

MAIN MENU

You can select any of the following options on the main menu screen.

CHAMPIONSHIP
Race with seven computer rivals.

TIME ATTACK
Race alone to get the best time.

STUNT MODE
Try to get the highest score in one lap.

MULTI-PLAYER
Race with 2-4 players for best time or score.

FREE ROAM
Choose any course to roam freely.

TUTORIAL
Practice basic operation and stunts.

OPTIONS
Change various settings and view records.

- You can press the B Button on any menu screen in the game to return to the previous screen.

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CHAMPIONSHIP

Collect points and race seven computer-controlled opponents for three laps. Become the champion by collecting the highest number of points after racing all courses.

1 DIFFICULTY SELECTION

First, choose the difficulty level. There are four different levels, but when you first play, you will only be able to choose the practice mode, Exhibition. Use this level to get a feel for racing. When you complete the Exhibition course, you will be able to choose Normal difficulty. When you complete each difficulty level, you will then be able to choose the next level.

Exhibition	▶ ▶ ▶ ▶ ▶ ▶ ▶ ▶	Practice Mode—One Course
Normal	▶ ▶ ▶ ▶ ▶ ▶ ▶ ▶	5 days (5 courses)
Hard	▶ ▶ ▶ ▶ ▶ ▶ ▶ ▶	6 days (6 courses)
Expert	▶ ▶ ▶ ▶ ▶ ▶ ▶ ▶	7 days (7 courses)

When the difficulty level goes up...

- Your rivals' techniques will improve.
- The route you follow on a course will change.
- The location of buoys or number of obstacles on a course will change.

2 CHARACTER SELECT

Choose which character to play from among the eight riders. Select a rider with the Control Stick. Press the A Button to choose the rider and enter the Course Select screen. Press the Z Button to access the Custom Settings screen.

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■ Custom Settings

You can change the settings of the watercraft you have selected. Select a setting by tilting ✦ or ✦ on the Control Stick, and change the setting by tilting the Control Stick ✦ or ✦. Press the A Button to confirm.

Color
You can choose from among four colors for your rider and watercraft.

Acceleration
You can accelerate very quickly, but your top speed will decrease.

Top Speed
You can reach a high top speed, but your acceleration will decrease.

Slip
You must tilt the Control Stick farther to turn.

Grip
Even a small tilt of the Control Stick will turn the rider.

• Each watercraft has different characteristics, so even two watercraft with the same custom settings will perform differently.

3 COURSE SELECT

On every difficulty level, only the last day's course will be decided. You can choose from among any course until the last day. Select the course with the Control Stick, then press the A Button.

Day

Race Day and Weather
(More on pg. 15)

Conditions for clearing the race
(More on pg. 19)

Course Icon
Select a course

Wave Height
(More on pg. 15)

Course Name

WEATHER AND WAVE HEIGHT

Weather can affect visibility and wave height. During rain and storms, visibility tends to be low and waves high. Sometimes weather and wave height can change during a race, so consider the weather and race day when planning which course to tackle next. *This display shows the weather for the race day and the two subsequent days.*

Wave Height
Low

Clear
A clear, calm day

Clear, Partly Cloudy
Weather may change mid-course

Cloudy, Partly Rainy
Same as above

Rainy
Poor visibility, falling rain

Stormy
High waves, higher water on some courses

High

Wave height shows the height of waves at the start of the course. Depending on the weather, wave height can also change during a race. Some areas of the course may remain unaffected, however.

▲ Weather ranges from sun...

▲ to wave-lashed storms.

Before starting a race, there is an introduction to the course. You should note the weather for the course and any point minimum you need to achieve to stay in the competition.

RULES

▶▶▶ Start Position

On the first day, you will always start in the last position. On each following day, you will start at the position you finished in the day before.

▶▶▶ Route Buoys

You will see red and yellow buoys floating throughout the course. You must pass red buoys on the right and yellow buoys on the left.

Red Buoy | **Yellow Buoy**

▶▶▶ Power Meter

When your Power Meter levels up, your watercraft's speed will increase to a maximum level of 5. You will receive a Power Meter level-up any time you correctly pass a buoy or complete a stunt. When your Power Meter is full, the turbo lamp will light, and you can then use a turbo.

▶▶▶ Laps

You must complete three laps on each course. If you cannot complete three laps in ten minutes, the race will end with a Time-Out.

▶▶▶ Miss

Any buoy that you cannot correctly pass counts against you as a miss, and your Power Meter will return to zero. *If you miss five buoys, you will be forced to retire from the race.*

▶▶▶ Course Out

If you go beyond the course boundaries marked by the round buoys, the Course Out countdown will begin. If you do not return to the course by the count of five, you will be forced to retire from the race.

RACE SCREEN

Lap (current lap no.) | **Rider's Rank** | **Total Time**

Other Riders' Ranks

Course Map

This map shows the route. The rider's position and direction are shown with a white arrow.

Power Meter

50 km/h TURBO

Turbo Lamp

Missed Buoys | **Speed**

Every time you miss a buoy, a yellow X will appear over a buoy icon.

Rival Check

There are three kinds of rival checks. Depending on the position and distance of your rival, he or she will appear in a different color and size.

A rival is far away | A rival is close | A rival is very close

▶▶▶ Time Difference with a Rival

When you pass the finish gate, your time difference with the rival ahead of you will appear. When you finish first, the time difference with the nearest rival behind you will appear.

FINAL LAP

▶▶▶ Pause Menu

Press START/PAUSE during the race to temporarily stop the race and enter the Pause menu. Press the A or B Button to continue the race.

Continue
Leave the Pause screen and continue the race.

Retire
Give up and leave the course.

Return to Main Menu
End the championship and return to the main menu.

◆ Replay ◆

When the race ends, you can watch it again from several angles. Tilt the C Stick during replay to change the camera angle (four views).
(Use the + Control Pad to change between riders on Multi-player or to the ghost on Time Attack.)

◆ Race Results ◆

This screen shows the results of your race. When you break a record, the word NEW! will appear next to your results.

◆ Name Entry ◆

Select letters with the Control Stick and press the A Button to enter (press the B Button to erase a letter). You can enter names of up to three letters. When you are finished, select END and press the A Button.

◆ Rider's Points and Point Rankings ◆

You receive rider's points based on your finishing position in the race. Points awarded for each position are shown here.

1st	2nd	3rd	4th	5th	6th	7th	8th
12 pts.	10 pts.	8 pts.	6 pts.	4 pts.	3 pts.	2 pts.	1 pt.

◆ Current Race Results Screen

Conditions to Proceed to Next Race

◆ Point Ranking Screen
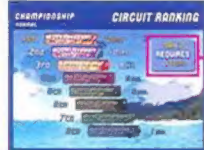
Total Points Needed in the Next Race

You must earn the required number of points in each race to advance to the next. If you do not earn enough points, you will not advance to the next race and the game will end.
You need to earn a set number of points to clear each race.

- Rider's points are calculated at the end of each race.

- When all of the races have ended, the rider with the most points becomes champion. Also, if you place in the first three ranks, you will clear the difficulty level and be able to choose the next.

- If two riders have the same point total at the end of all the races, the one with the better finishing position in the final race will receive the higher rank.

■ Retire

If you select Retire from the Pause menu, or if you miss five buoys, you will retire from the race. *You cannot receive points when you retire from a race.* If you already have the points needed to clear a race when you retire, then you can advance to the next race.

■ Course Selection Screen (after the first day)

Rider's Points
Displays the number of points earned in each race

Race Clear Conditions

Position
Your finishing position in the race

Total Points
Total earned points

TIME ATTACK

In this mode, you will run alone through the same courses as those in the Championship. Try using different watercraft settings and riders to get the best time and best lap.

DIFFICULTY LEVEL AND COURSE

You can choose any difficulty level that you have cleared in Championship mode. Unless you've actually raced the last course and won the circuit, you won't be able to choose that course. Dolphin Park is not available in this mode.

COURSE AND WEATHER

After choosing a rider, you can choose the course and weather on the Course Select screen. You can only choose courses that you have already cleared in Championship mode. *At first you can choose only one weather setting, but after clearing a course in several types of weather on the Championship mode, these new weather settings will open in Time Attack mode.* Use the Control Stick or + Control Pad to select the course and weather.

Example In the following case...

You have cleared the Lost Temple Lagoon course in rainy weather in the Championship (Normal) mode.

You can now ride the Lost Temple Lagoon course in rainy weather in the Time Attack (Normal) mode.

RULES

These are essentially the same as on Championship mode. Press START/PAUSE during the race to temporarily stop the race and enter the Pause menu. Press ✦ or ✦ on the Control Stick to select an option, then press the A Button to confirm. Press the A or B Button to continue the race.

◆ Continue.............................. Leave the Pause screen and reenter the race
◆ Restart................................. Begin again from the start
◆ Change Character................ Return to the Character Select screen
◆ Change Course.................... Return to the Course Select screen
◆ Main Menu.......................... Return to Main Menu screen

▶▶▶ Ghost Saves
After finishing the race, you can save ghost data on a course. From that point on, any time you ride that course at the same difficulty level, you can select to race against your ghost in the form of a small radio-controlled helicopter. Only one ghost data course can be saved to each data file. If you save ghost data for another course, any existing ghost data will be written over, so please be careful.

You cannot save ghost data in the following cases...

• When your saved time on a course is over four minutes.
• When you follow an unusual path or race too recklessly, or leave the course.

RESULTS SCREEN AND NAME ENTRY

When you finish racing a course, you will see the results screen. If you have broken a time or lap record, you will be able to enter your name.

STUNT MODE

This mode requires precise watercraft control and technique. Execute various stunts to raise your score.

DIFFICULTY LEVEL AND COURSE

You can choose any difficulty level that you have cleared in Championship mode. Unless you've actually raced the last course and won the circuit, you won't be able to choose that course. Dolphin Park is not available in this mode.

RULES

- Try to get the best score in one lap.
- Courses are divided into several blocks, each with a checkpoint. You must clear each checkpoint within the time limit and complete the course.
- Every time you clear a checkpoint, your time limit will renew. You must pass through the arch to renew your time limit. *If you do not clear a checkpoint in time, the Stunt Mode will end and any acquired points will not be saved.*

Checkpoint

Time Limit
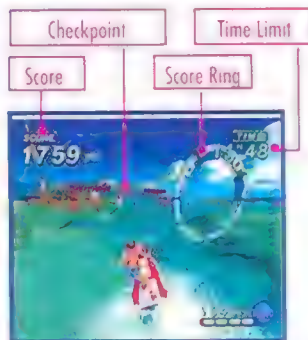
Score

Score Ring

▶▶▶ Turbo Ring
When you pass through a turbo ring, you will automatically activate a turbo.

SCORE CALCULATON

▶▶▶ Ring Score
You will receive points for every ring you pass through on the course. For every consecutive ring you pass through, you will get an extra fifty bonus points. Bonus points return to zero when you miss a ring.

Blue Ring	50
Green Ring	100
Red Ring	150
Turbo Ring	25

(Example) | Green | Red | Blue | Green | Bonus Points |
| 100 | 150+50 | 50+100 | 100+150 | |

▶▶▶ Stunt Score
When you enter a command (a combination of the Control Stick and sometimes the B Button), your rider will perform a stunt. You will receive points for every successful stunt. Points received change depending on the type of stunt and your technical precision (see pg. 24).

▶▶▶ Time Score
When you pass a checkpoint, your remaining time will be counted as part of your score. You receive 5 points for every tenth of a second remaining.

HELPFUL HINTS

- Going through all rings consecutively can have a big impact on your score. Try to go through as many rings as you can in a row.
- If you perform running stunts like handstands and backward rides more than once in a block, you will receive almost no points for the same stunts when you do them a second time. Try to avoid repeating the same stunt.

Stunts are divided into running stunts (RS) and jumping stunts (JS). Running stunts are performed when the watercraft is on the water, and jumping stunts are performed in the air during a jump.

→ Without pressing the A Button

→ Holding the B Button

→ Tilting the Control Stick in the direction of the arrow

• If you hit an obstacle and fall into the water during a stunt, you will not receive any points. Also, you will receive fewer points for a jumping stunt if you lose your balance when you hit the water, or if you fall off.

HANDSTAND — RS

Perform a handstand on the watercraft. Tilt the Control Stick up to maintain this position. More points are awarded the longer you hold the position.
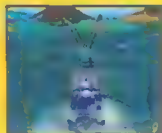
BACKWARDS — RS

One clockwise turn

Turn your body around 180 degrees and ride the craft backward. Tilt the Control Stick down to maintain this position.
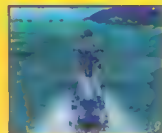
STANDING → SOMERSAULT — RS

One counterclockwise turn ▶ Somersault

Stand on the front of the craft. Tilt the Control Stick up to maintain this position. Tilt the Control Stick down to somersault to your normal position.

BULLET — RS

Sit on the front of the craft and steer with both feet. Tilt the Control Stick up to maintain this position.

FLIP SUB — RS

One clockwise turn

Flip over and steer the craft from below as if it were a submarine periscope. Tilt the Control Stick down to maintain this position.

COWBOY — RS

One counterclockwise turn

Sit on the front of the craft and steer with one hand, as if you were riding a bull. Tilt the Control Stick up to maintain this position.

LONG DIVE JS

In the air 🔴 ▶ 🔺

Dive into the water with this stunt. You can use this stunt to find shortcuts on Time Attack or to find underwater rings on Stunt Mode.

SHORT DIVE JS

In the air 🄻 + 🅁

Hold down the L and R Buttons from the beginning of the jump until the time that you hit the water. You will dive for a shorter period of time than with the Long Dive.
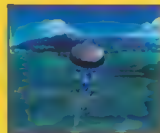
BACK FLIP JS

On the jump ramp 🔼 ▶ 🔽

Flip backward in the air.

RIGHT (OR LEFT) BARREL ROLL JS

On the jump ramp ◀ ▶ ▶ Or ▶ ▶ ◀

Twist horizontally 360 degrees. Tilt the Control Stick from left to right for a right barrel roll and right to left for a left barrel roll.

RIGHT (OR LEFT) CAN-CAN JS

On the jump ramp 🔵 + ◀ ▶ ▶ Or ▶ ▶ ◀

Tilt the Control Stick from left to right to kick your feet out to the right (right can-can). Tilt the Control Stick from right to left to kick your feet out to the left (left can-can).

SUPERMAN JS

On the jump ramp 🔵 + 🔼 ▶ 🔽

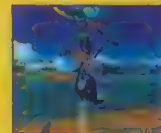Kick both feet out behind you, as if you were flying.
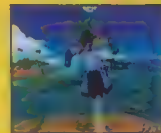
NAC-NAC JS

On the jump ramp 🔵 + ⟳ One clockwise turn

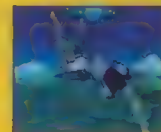Raise your left arm and kick back with your right foot to make this pose.

HEEL-CLICKER JS

On the jump ramp 🔵 + ⟲ One counterclockwise turn

Jump up and spread your legs forward.

MULTI-PLAYER

You can challenge up to three of your friends in this mode.
You will need one controller per player.

> • You can select Multi-player only when two or more
> controllers are connected to the console.

BEFORE STARTING

You may only choose difficulty levels that you
have completed in the Championship mode.
Character Select screens will appear for as many
players as there are controllers connected to the
console. Other players should use ← and → on
the + Control Pad to choose a rider and press
the A Button. The Course Select screen will appear
when all players have made their selections.

> • In Multi-player mode, you can choose either Stunt player race or
> Multi-player race Mode.
>
> • If two players select the same rider, they may not choose the same rider.
>
> • You can choose one another racing at the Course Select screen if two or
> players are configuring.

■ Pause Menu

Press START/PAUSE on any controller during play to enter the Pause menu. Only the
player who opened the Pause menu can close it. The same options appear on this menu
as in Time Attack.

MULTI-PLAYER SCREEN

Multi-player races appear on a split screen.
The screen splits differently depending on the
number of players. The race does not end until
all players have finished or retired.

With two players

With three players

With four players

> • The first player to pass two sets racing in Stunt Mode will get the most points

Controller Assignment

When controllers are plugged into only sockets one and three, socket one will be
player one's controller, and socket three will be player two's controller. Controllers will
automatically be assigned in this way depending on how many and where the controllers
are connected.

RESULTS SCREEN

When the race ends, you can see each player's position and total time (in Multi-player Stunt
Mode, only position and score will appear). Press the A Button to return to the Character Select
screen. Press the B Button at the Course Select screen to return to the Character Select screen.

28

29

You can explore the same courses that you can play in the Championship mode.

COURSE SELECT

As in other modes, you can select your rider and course. You can only choose courses that you can play in the Championship mode.
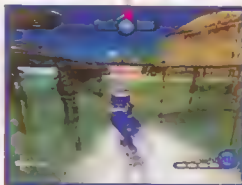

- [text unclear]

PERFECT YOUR RACING TECHNIQUE!

You can ride courses alone that you have played in the Championship mode, and there won't be any buoys at all. Because there are no time limits, you can ride freely.
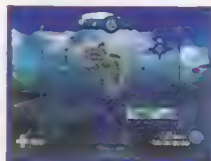
The direction you're facing

- [text unclear]

■ Course Map Display

Press the + Control Pad to display and remove the course map. You can use the map to see the shape of the course and your current location and position. When you wish to quit, choose "Main Menu" from the Pause menu.
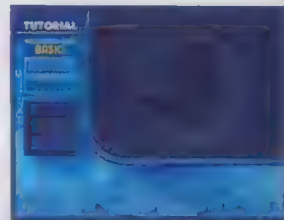
You can use this mode to learn the basic operation of your craft and some stunts.
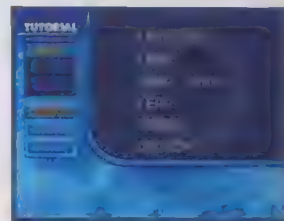
SELECT AN OPTION

Once you have selected a rider, you can choose from Beginner and Advanced training levels. Next you can choose from Control, Jumps, and Stunts to practice.
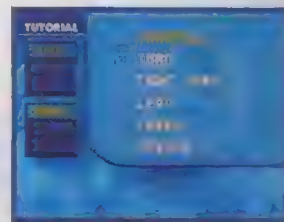

- [text unclear]

▶▶▶ Select a training option

Choose an option to practice, then choose a specific technique, jump, or stunt to work on.

▶▶▶ Tutorial Challenge

At the bottom of the screen, the Control Stick and button combination of the maneuver you have chosen will appear. Enter this command to clear the maneuver. Each cleared maneuver will display a yellow checkmark.

- [text unclear]

OPTIONS

You can use this mode to change the game settings and view your records.

RECORDS

You can view time and score rankings for each course. Use + and + on the Control Stick (or + Control Pad) to switch between difficulty levels and + and + to switch between courses.

■ Time Ranking Screen

- Difficulty Level
- Course Name
- Course Icon
- Best Time
- Best Lap
- Weather on That Day

■ Score Ranking Screen

- Course Name
- Course Icon
- Difficulty Level
- Weather on That Day
- Best Score

SOUND SETTINGS

You can change audio settings. Use + and + on the Control Stick (or + Control Pad) to select a setting, and use + and + to change the settings.

AUDIO SETTINGS

- ◆ Track.............................Change the number of the current track.
- ◆ Music.............................Change the volume of the background music.
- ◆ Sound FX......................Change the volume of sound effects.
- ◆ Voice.............................Change the volume of game voices.
- ◆ Mode.............................Choose the output mode for sound effects. You may choose from Mono, Stereo, and Surround, depending on your television's audio output.
- ◆ Reset Default Settings.....Select this option and press the A Button to return settings to their original values.

Sound

You can best enjoy this game's immersive sound quality when your television output and game sound settings correspond.

After changing settings

Press the B Button after changing settings to save your changes. Select YES to save these changes to your Memory Card and NO to return to the main menu with these changes in effect but without saving them.

You can load, save, and erase data when there is a Memory Card firmly inserted into Slot A on your console (this game will not recognize Memory Cards inserted into Slot B).

MEMORY CARD

◆ Load Data.............. Read a saved data file
◆ Erase Data.............. Delete all information in a saved file

When there are no empty data files...

To save one file of game data, you will need 12 blocks of free memory. When you run out of empty files, you should erase any unnecessary data.

VIBRATION SETTINGS

You can set the rumble function to ON or OFF. When several controllers are in use, they will all correspond with this setting.

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REV-B

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REV-M

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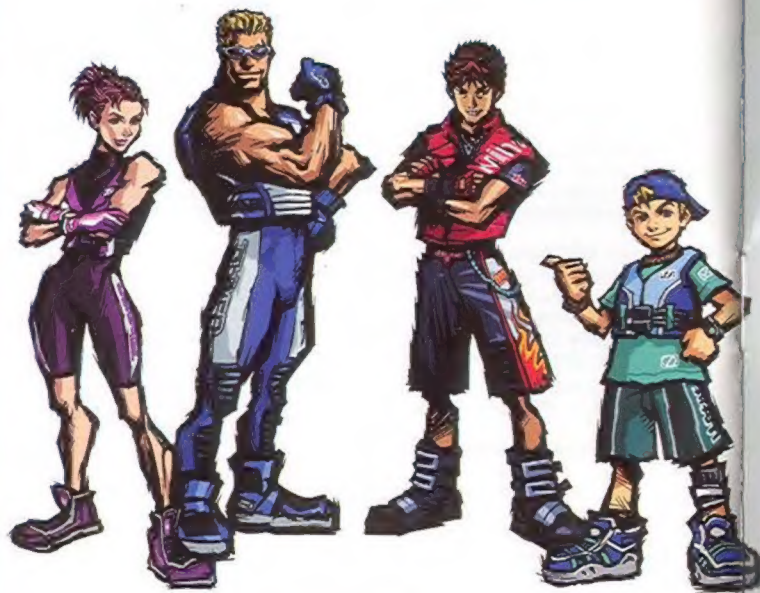
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